Compact Code Formatting Style

wiki.tcl-lang.org/page/Compact Code Formatting Style

The code formatting style used for Tcl programs as reflected on the man pages and elsewhere is similar to C code formatting. I propose an alternative, more compact style: CCFS. Not because I want it to be *the* standard, but rather to share the idea. Read the Tcl Style Guide as the first source of how to write well behaved programs!

After reading (once again) '1% the code' [L1] and while writing (once again) a medium size Tcl application, I started to think that there are too many braces in the files. Python [L2] does without them, however Python lacks nice syntax at other points, I won't discuss this here though.

CCFS rules:

no lonely braces on a single line, except:

1. when a namespace, or a proc larger then 24 lines (buh) ends, or
2. for delimiting data

- braces in if {expr} only when it is an expression
- braces around arguments only if there are more then one

Some recommendations:

- rather return, continue, break then else
- don't while, foreach, for, if you can avoid it - recurse

Illustrating with an example:

```
proc ccfs param {
    if !$param return
    puts "we are in"

    if [llength $param] {puts "and we've got a list"}

    switch -- [lindex $param] {
        stop {return}
        continue {
            # test the second parameter
            set test [lindex $param 1]}
        default {puts "don't know what todo with: $param}}}
    if {$test eq "stop"} {
        puts "we stopped on the second param"}}
```

Observations:

- If a line is empty, it clearly denotes that something new is going to happen.

- Of course I use a syntax aware editor to get the indenting and the parent matching right
- Conditional are: either flags - $var, results - <u>script</u>, or expressions - {expr}, which is visually conveyed by the CCFS
- Some say (<u>A question of style</u>) that run time is slightly longer; I don't care! (If you need it fast, postprocess the code to insert the braces).

Mhm.. if/then/else is bad, however, sometimes we need it though. If an if/else branch is too long to fit into the same line, you have to decide upon formatting. What about?

```
 Traditional        CCFS 1: tame       CCFS 2: else = } {        CCFS 3: wild
                                        you might spare on more line   i like this
one
                                        if '..else..' is short    it gets the
} out of sight

 if {cond} {        if {cond} {        if {cond} {               if {cond} {
     ..then..           ..then..           ..then..                  ..then..
} \
 } else {           } else {           } {                       else {
     ..else..            ..else..}          ..else..}
..else..}
 }                  continuation..     continuation..
continuation..
 continuation..
```

Here is some real code, cut&paste from ttp.tcl from <u>TTP</u>. Please don't try to understand the code, just skim over the text to see the syntactic patterns:

```
  CCFS syntax
  ..inside a namespace...
    proc tcl {args} {
        variable state
        if [llength $args] {
            switch $state {
                parse {set state tclline}}
            catch {eval $args} result tclline
            return $result
        } else {
            switch $state {
result
                parse {set state tclstart}
                tcl {set state tclend}}}
        return}

    # cmd: preprocess lines instead of subst
tclstart
    proc cmd {args} {
        variable state
        variable cmdLine
tclend
        switch $state {
            parse {
                set cmdLine $args
                set state cmdstart}}}
    namespace export out parse skipline -- literal tcl cmd
 }

 namespace import ::ttp::*

 proc stamp {} {
    set host ""
    if [info exists ::env(HOST)] {set host $::env(HOST)}
    if [info exists ::env(HOSTNAME)] {set host $::env(HOSTNAME)}
    if {$host eq ""} {catch {exec hostname} host}
 ...the procedure continues here...
```

```
                                    extreme example of standard
    proc tcl {args} {
        variable state
        if {[llength $args]} {
            switch $state {
                parse {
                    set state
                }
            }
            catch {eval $args}
            return $result
        } else {
            switch $state {
                parse {
                    set state
                }
                tcl {
                    set state
                }
            }
        }
        return
    }
    # cmd: preprocess lines instead of subst
    proc cmd {args} {
        variable state
        variable cmdLine
        switch $state {
            parse {
                set cmdLine $args
                ...............
            }
        }
```

Loops

'for' and 'while' use expressions for iteration, however for reasons explained elsewhere you **must** enclose the expression within braces, which is ugly. Use the intrinsic list processing of the Tcl 'proc' instead. The command line parser of TTP is an example for this. Iff:

- the iteration is not very deep
- does not get called all the time

The notational and expressive elegance of recursion is almost every time better then looping (says I, but .. who am I to say this?).

'foreach' is an exception, especially if you iterate over more then one variable.

Ugly example:

```
proc printlist args {
    while {[llength $args]} {
        puts [lindex $args 0]
        set args [lreplace $args 0 0]}}
```

Good looking:

```
proc printlist {item args} {
    puts $item
    if [llength $args] {eval printlist $args}}
```

Of course this is a very constructed example since the following is **the** way to do it:

```
proc printlist args {foreach item $args {puts $item}}
```

However i hope to illustrate the point of using 'proc' and 'args' for list iteration. For counting stuff consider:

```
proc forloop i {
    if $i {puts $i;  forloop [incr i -1]}}
```

Oh.. this counts down and stops with '1'! Ahem, does that really matter? Yes! Then use:

```
proc forloop {i n} {
    if $n {puts $i;  forloop [incr i 1] [incr n -1]}}
```

See Tail call optimization for more on recursion and: program language specialists please jump in.

LEG

RLH That code is hard to read. Much more so than regular Tcl syntax style.

jcw - Check out an indentation syntax for Tcl ...

LEG - in fact i read that before making up this page. an indentation syntax for Tcl however changes the syntactic rules, CCFS does not. I was rather inspired by Lisp than Python. However i would like to see a back-and-forth code reformatter between CCFS and standard Tcl Syntax: would your programm be the right tool to take as a start?